OldUnreal (Engine)

forums, downloads, community, support and development for Unreal, UnrealTournament and other UnrealEngine 1/2 based games

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For direct access use https://forums.oldunreal.com

It's been quite a while since oldunreal had an overhaul, but we are moving to another server which require some updates and changes. The biggest change is the migration of our old reliable YaBB forum to phpBB. This system expects you to login with your username and old password known from YaBB.
If you experience any problems there is also the usual "password forgotten" function. **Don't forget to clear your browser cache!**
If you have any further concerns feel free to contact me: Smirftsch@oldunreal.com

Disney's Brother Bear

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Smirftsch
Administrator

Posts: 8793
Joined: Wed Apr 29, 1998 3:00 pm
Contact:

Disney's Brother Bear
by **Smirftsch** » Mon May 11, 2015 1:45 am

Wikipedia:
https://en.wikipedia.org/wiki/Disney%27 ... eo_game%29

Developer:
KnowWonder

Engine version:
433 (Unicode)

Some nice read about how to enable debug mode, remaining contents of the previous KnowWonder games titles.
https://tcrf.net/Disney%27s_Brother_Bear_%28Windows%29

Last edited by Smirftsch on Wed Oct 21, 2015 5:25 pm, edited 1 time in total.

Sometimes you have to lose a fight to win the war.

User avatar

han
Global Moderator

Posts: 686
Joined: Tue Dec 09, 2014 4:38 pm
Contact:

Re: Disney's Brother Bear
by han » Mon May 11, 2015 2:53 am

Engine history:
It looks pretty much like it is technically be the third KnowWonder harry potter game, and seems to be just slightly adjusted to fit the needs for Brother Bear.
They use a heavily modified UE1, with tons of harry potter related changes applied to Engine package.

Editing Brother Bear:
Biggest downside is that there is neither an UCC, UnrealEd included but the Editor package. So i made up an UCC which can be used for that game, so one can use the make, batchexport, etc. commandlet.

An even bigger downside is that the UnrealScript sources were stripped out most packages, while it was just kept for Core, Engine and Editor package and using some trick to hooked in a wrapper around the class exporter, so i succeded in extracting their source using batchexport. Also I can extract the defaultproperties for the classes with stripped source, which could be combined with some 3rd party decompilation tool.
Best way to start is probably trying reconstruct the source out of the UWindow.u, as for this package sources exist in other games, so it should be reasonable to do so.

So why I'm talking and doing stuff for that game? It has simply some beautiful assets and i like the overall style of the game. Also it has pretty good lipsynch, skeletal animations, etc. and the trees and bushes do really look great for an UnrealEngine 1 game. So the tricks they used for making these could probably be applied to other UE1 games mods.

I'll upload later the UCC and the source/defprop source i already extracted.

Last edited by han on Mon May 11, 2015 2:53 am, edited 1 time in total.

HX on Mod DB. Revision on Steam. Löffels on Patreon.

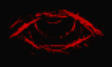
User avatar

Gizzy
OldUnreal Member

Posts: 1465
Joined: Thu Jul 10, 2014 12:13 pm
Contact:

Re: Disney's Brother Bear
by Gizzy » Tue May 12, 2015 5:27 am

Not at my PC at the moment, but has anyone tried to give it the umodel treatment yet? If it doesn't work, I'll try ask gildor to add support.



Re: Disney's Brother Bear
by スマイル・ドラゴン » Thu May 14, 2015 12:55 am

スマイル・ドラゴン
OldUnreal Member

Posts: 1263
Joined: Sun Feb 10, 2008 1:07 pm
Contact:

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BRIGHT was a "trade secret"...?

☐I am the dragon without a name.☐
Ðàrk-_¦_-Ñïght.: / κυνικός Δράκων / スマイル・ドラゴン / Draco Nihil

User avatar

Re: Disney's Brother Bear
by **Leo T_C_K** » Wed Jan 11, 2017 5:30 am

Did you upload the ucc/stuff yet for this btw?

Leo T_C_K
OldUnreal Member

Posts: 2425
Joined: Sat Aug 27, 2005 11:24 am
Contact:

People who accuse others of trolling are usually the biggest trolls themselves.

User avatar

Re: Disney's Brother Bear
by **han** » Wed Jan 11, 2017 2:25 pm

Nope, not yet. Actually haven't really touched it since.

I think headers would be more or less okay for a release, not great, but a start. The OpenGLDrv src i have in there still misses distance fog implementation.

Otherwise it would be nice to have a decompiler for the unrealscript there. ~

HX on Mod DB. Revision on Steam. Löffels on Patreon.

User avatar

Re: Disney's Brother Bear
by **Leo T_C_K** » Thu Jan 12, 2017 3:54 am

Leo T_C_K
OldUnreal Member

Posts: 2425
Joined: Sat Aug 27, 2005 11:24 am
Contact:

> Nope, not yet. Actually haven't really touched it since.
>
> I think headers would be more or less okay for a release, not great, but a start. The OpenGLDrv src i have in there still misses distance fog implementation.
>
> Otherwise it would be nice to have a decompiler for the unrealscript there. ~

Alright. Yes indeed it would have. Does unrealed work with this after one copies it or not at all btw? I didn't try. I have found a czech localized version only, though I'd actually prefer it in english but there was no way to switch the language unfortunately for the release I have.

It does btw include czech voiceacting, czech splash screen logos and all.

EDIT: Editor does crash :/

Last edited by Leo T_C_K on Thu Jan 12, 2017 3:59 am, edited 1 time in total.

People who accuse others of trolling are usually the biggest trolls themselves.

User avatar

Leo T_C_K
OldUnreal Member

Posts: 2425
Joined: Sat Aug 27, 2005 11:24 am
Contact:

Re: Disney's Brother Bear
by **Leo T_C_K** » Fri Jan 13, 2017 2:54 am

zeur remarks:

> czech voiceacting

No Karel in there, though

People who accuse others of trolling are usually the biggest trolls themselves.

User avatar

han
Global Moderator

Posts: 686
Joined: Tue Dec 09, 2014 4:38 pm
Contact:

Re: Disney's Brother Bear
by **han** » Fri Jan 13, 2017 2:31 pm

Regarding the editor, at least for Nerf a replacement editor ui is certainly needs to happen this year. However it is a bit vague about what changes have been done to the Editor.dll code while UnrealEd2 UI was added to the engine, so there might be some subilities to work around or find different ways to access the stuff.

HX on Mod DB. Revision on Steam. Löffels on Patreon.

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